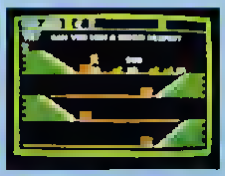
EVERYONE'S GAME FOR

ZOO KEEPER

T.M.

TAITO

CAPTURE WILD PROFITS!



Taito's new Zoo Keeper has that animal magnetism no player can resist!

And it's no wonder. Players find out right off that it's a zoo in there — and the animals are eating their way out! Wherever Zeke the zoo keeper runs along the wall, he replaces bricks which have been chomped away. But the animals are swift and some inevitably escape. Now Zeke has to dodge or jump over them to survive—while still frantically trying to rebuild the bricks. Plus he's trying to earn bonus points by grabbing watermelons, root beers and other goodies along the way. And all the while the time fuse is burning!

Next Zeke must leap from ledge to ledge to reach his girlfriend Zelda, held hostage by a monkey who's throwing coconuts. The ledges move in opposite directions and if Zeke falls, it's all over. If he can swing it at this stage, Zeke can make points here, too, by collecting bonus objects as he goes. The struggle seems all worthwhile when Zelda is rescued.

But Zeke still has to face two more brick zoos teeming with the meanest animals ever. Luckily, a net can be used to catch the escaped animals and return them to their cages—if Zeke can reach it!

As the adventures alternate, survival becomes more difficult. In each of the "brick" screens a more challenging animal with a higher point value is introduced. And in each succeeding "ledge" screen the ledges move faster, until they finally become invisible. With only his memory of past ledge patterns in relation to the still-visible bonus objects and coconuts, Zeke must jump from one invisible ledge to another to save Zelda!

Escalator' screens in which bonus zoo keepers can be won to help Zeke out are interspersed between the other screens. Here Zeke must jump over hordes of animals—plus an electrical cage—in order to jump onto each escalator, till he can rescue Zelda up above. The higher he gets, the quicker the animals become. But victory is sweet when Zeke saves Zelda at last!

Notice: This game may be adjusted to provide a FREE GAME when earned by the skill of the player. Operation of the FREE GAME feature may be prohibited or otherwise regulated by various state or local laws or regulations. Before activating the FREE GAME feature, it is the obligation of the operator to ascertain the status of the law in his area. The manufacturer specifically disclaims any responsibility for the operation of this feature in any jurisdiction where it may not lawfully be operated.

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Upright	
Height	170c/m (67")
Width	61c/m (24")
Depth	76c/m (30")
Crated Weight	126kg (280 lbs.)